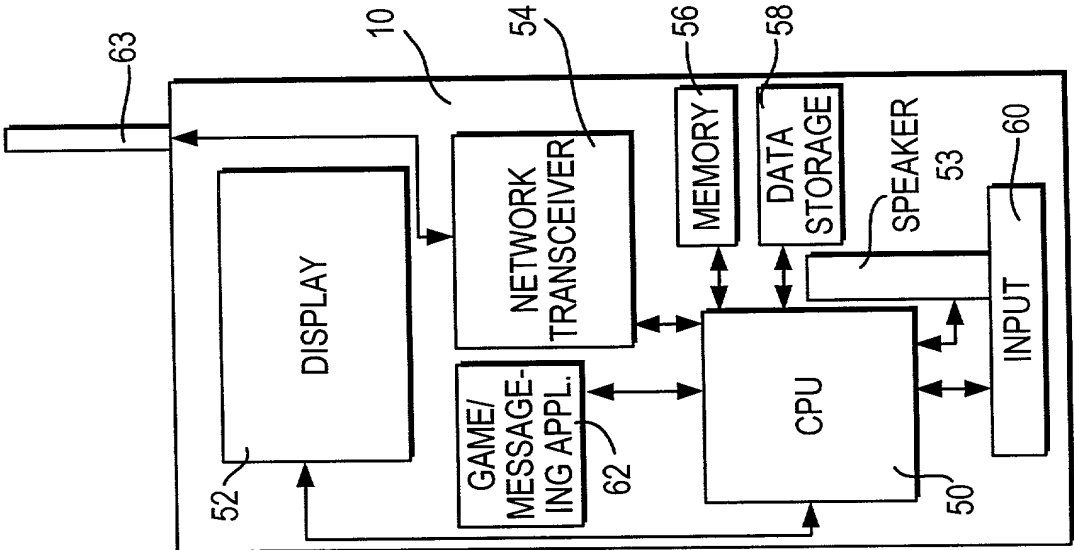


FIG. 1

FIG. 2



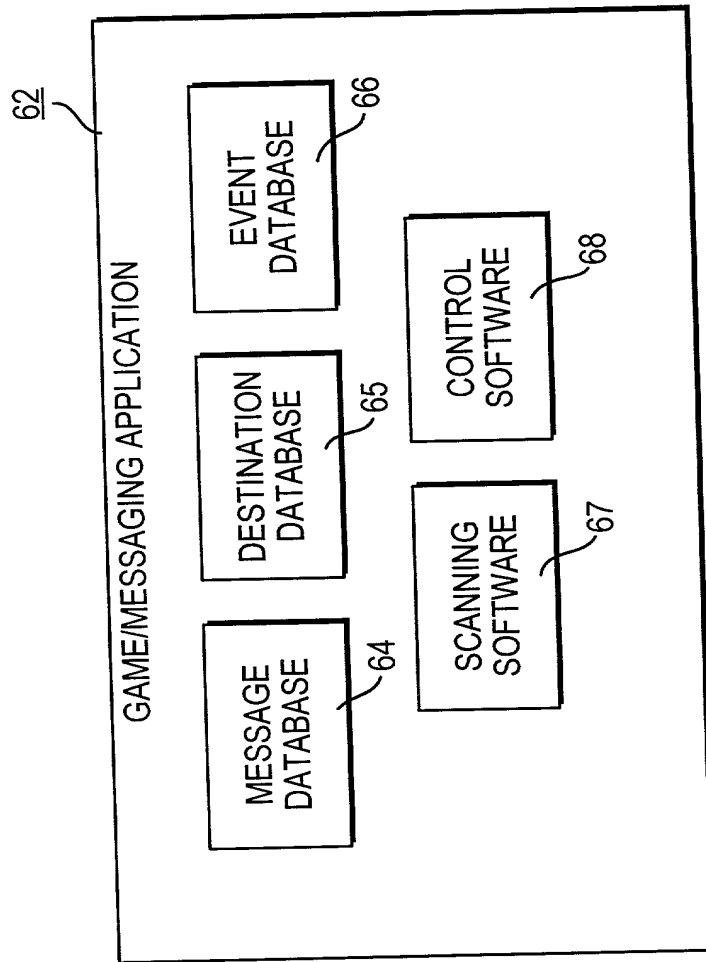


FIG. 3

GAME TERMINAL DATABASE 32

PLAYER #	TERMINAL TYPE	TERMINAL CAPABILITY/MESSAGE TYPE	DESTINATION ADDRESS
PLAYER 1	NOKIA 3210	PICTURE MESSAGE	ADDRESS 1
PLAYER 2	NOKIA 6210	PICTURE MESSAGE	ADDRESS 2
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
PLAYER 22	NOKIA 2110	TEXT MESSAGE	ADDRESS 22
PLAYER 23	NOKIA MULTIMEDIA	VIDEO MESSAGE	ADDRESS 23
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
.....	.....	.....	.....
PLAYER XXXX	TERMINAL YYYY	MESSAGE ZZZZZ	ADDRESS XXXX

FIG. 4

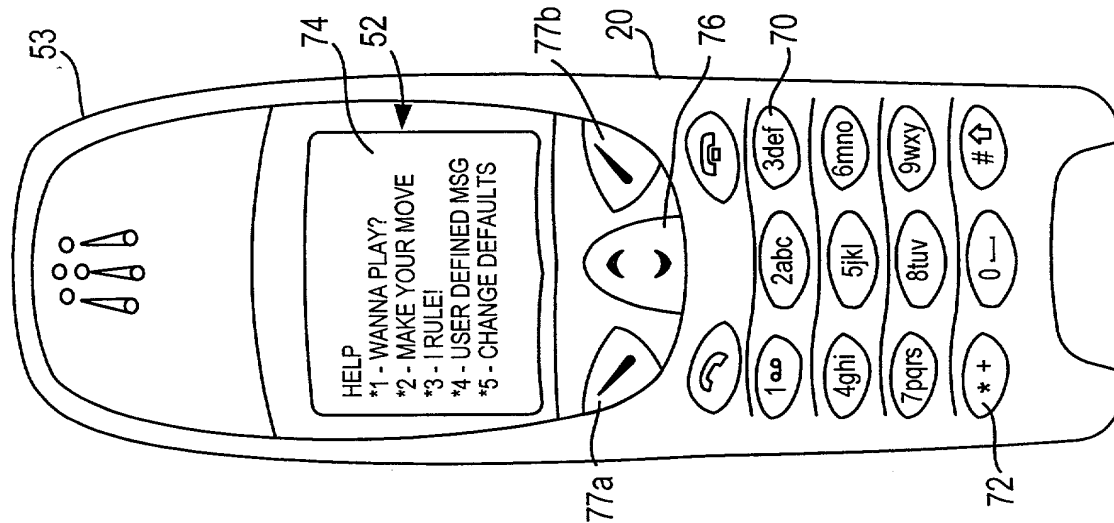


FIG. 5

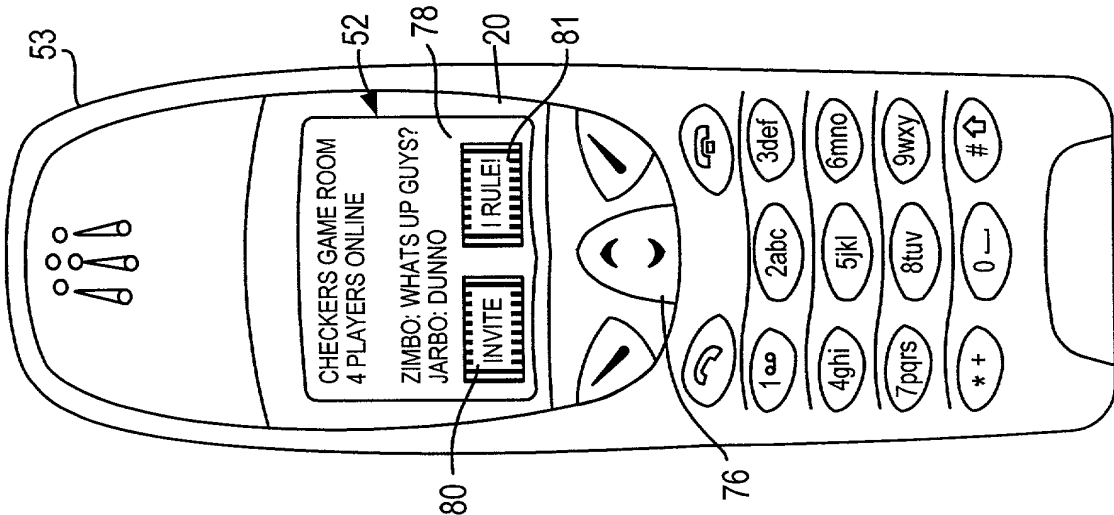


FIG. 6

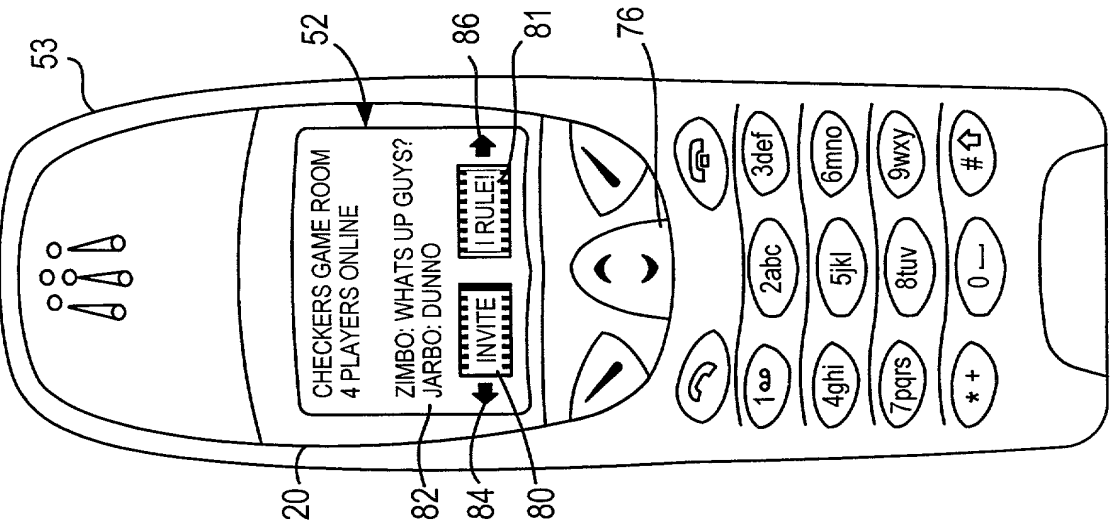


FIG. 7

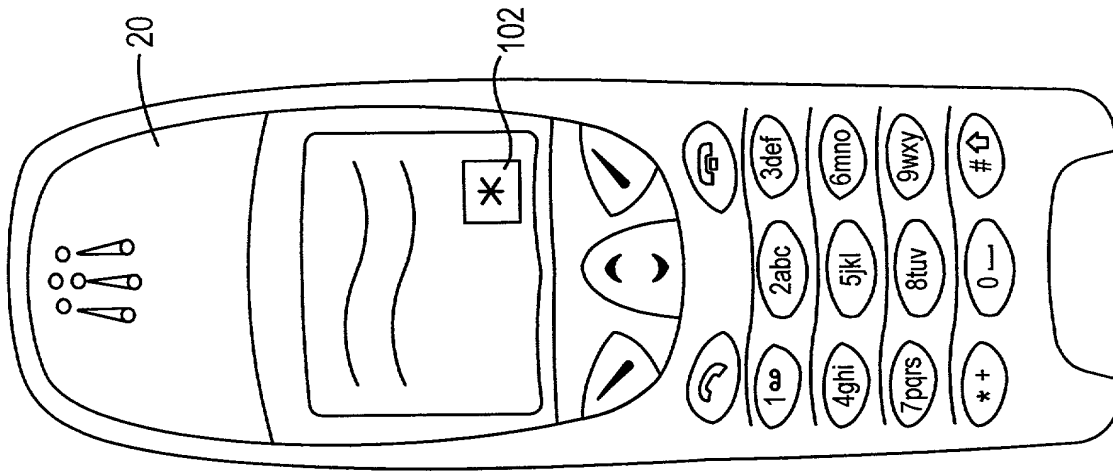


FIG. 8

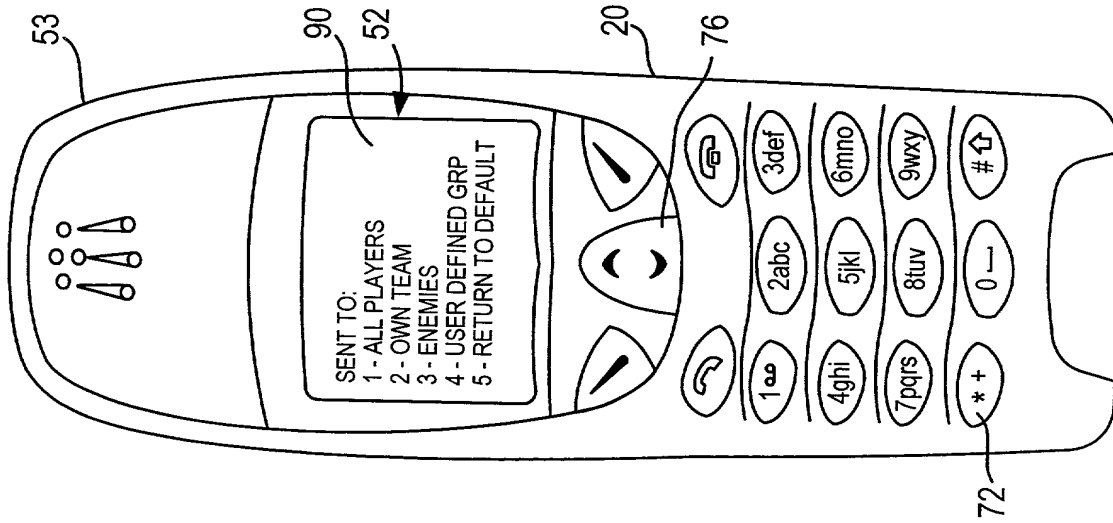


FIG. 9

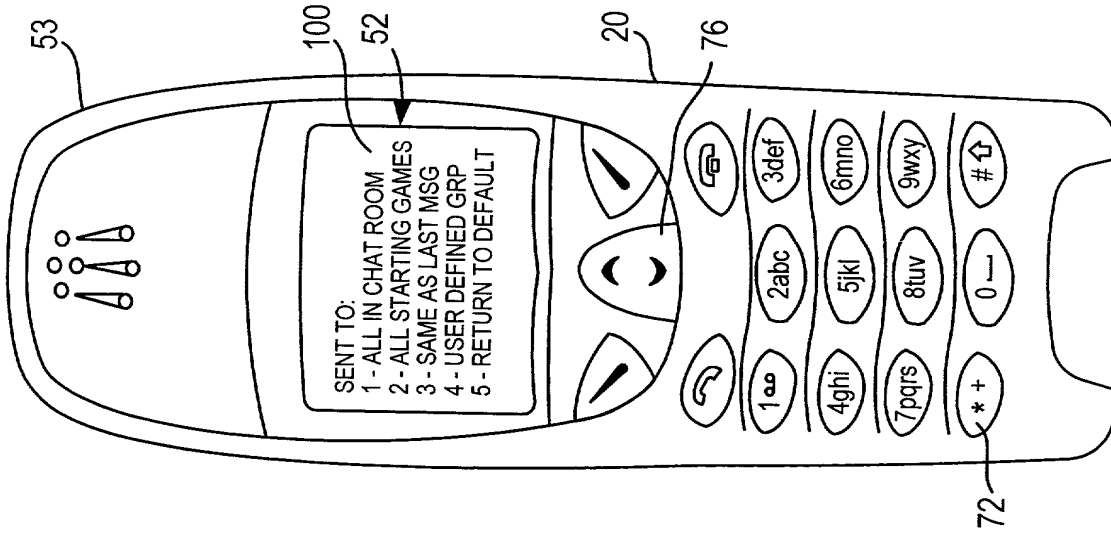


FIG. 10

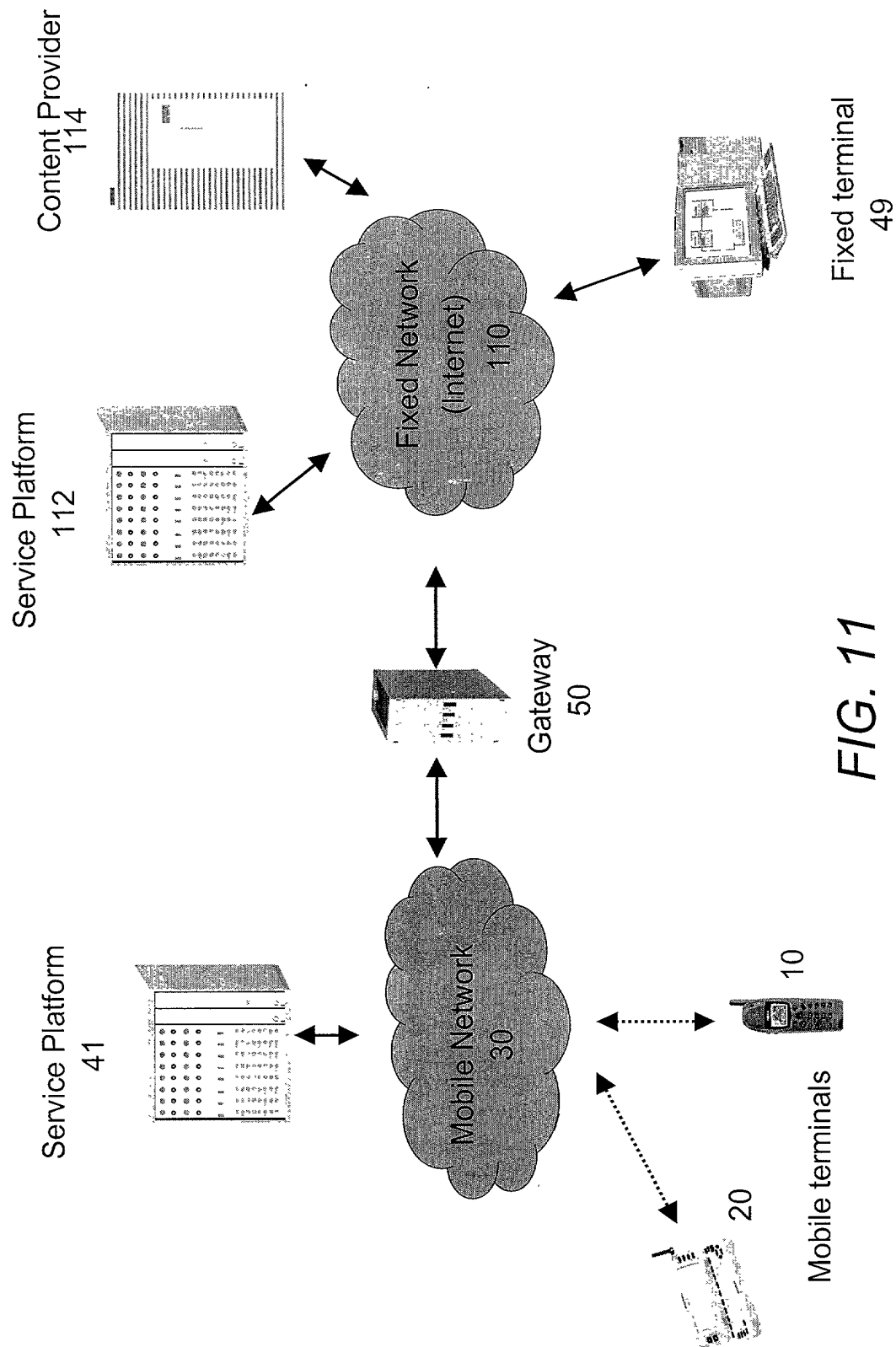


FIG. 11